



GAMER

15th 2026

TEKKEN

Franchise Special



TEKKEN

GAMER

TIME-LINE

1994 Tekken

1995 Tekken 2

1997 Tekken 3

1999 Tekken Tag Tournament

2001 Tekken 4

2004 Tekken 5

**2005 Tekken 5 Dark
Resurrection**

2007 Tekken 6

2011 Tekken Tag Tournament 2

2015 Tekken 7

2024 Tekken 8

TEKKEN

GAMER

1994 TEKKEN

"TEKKEN" IS A FIGHTING GAME DEVELOPED AND PUBLISHED BY NAMCO. IT WAS FIRST RELEASED IN ARCADES IN JAPAN IN DECEMBER 1994, WITH A SUBSEQUENT WORLDWIDE RELEASE. THE GAME WAS THEN PORTED TO THE PLAYSTATION IN 1995.



TEKKEN WAS ONE OF THE FIRST FIGHTING GAMES TO USE 3D POLYGON-BASED GRAPHICS, FOLLOWING IN THE FOOTSTEPS OF SEGA'S VIRTUA FIGHTER (1993).

THE GAME BROKE AWAY FROM THE STANDARD SIX-BUTTON LAYOUT OF GAMES LIKE STREET FIGHTER.

INSTEAD, TEKKEN USED A FOUR-BUTTON SYSTEM WHERE EACH BUTTON CORRESPONDED TO A DIFFERENT LIMB OF THE CHARACTER: LEFT PUNCH, RIGHT PUNCH, LEFT KICK, AND RIGHT KICK.

THIS SYSTEM WAS INTUITIVE AND ALLOWED FOR A WIDE VARIETY OF MOVES AND COMBOS.



TEKKEN

TEKKEN

GAMER

1994 TEKKEN

INDEPENDENT LIMB CONTROL:

THE CONTROL SCHEME WAS INNOVATIVE BECAUSE IT MADE THE PLAYER FEEL LIKE THEY WERE DIRECTLY CONTROLLING EACH OF THE CHARACTER'S LIMBS.

THIS WAS A MORE REALISTIC APPROACH TO FIGHTING GAME

CONTROLS AND A MAJOR FACTOR IN THE SERIES' SUCCESS.



STORY AND LORE: WHILE A FIGHTING GAME, TEKKEN* INTRODUCED A DEEP AND COMPLEX NARRATIVE CENTERED AROUND THE MISHIMA FAMILY.

THE MAIN PLOT REVOLVES AROUND THE "KING OF IRON FIST TOURNAMENT," A MARTIAL ARTS COMPETITION HOSTED BY THE POWERFUL AND RUTHLESS HEIHACHI MISHIMA.

THE PROTAGONIST, KAZUYA MISHIMA, ENTERS THE TOURNAMENT SEEKING REVENGE AGAINST HIS FATHER, HEIHACHI, FOR A BRUTAL ACT OF BETRAYAL.

ARCADE AND PLAYSTATION RELEASE: THE ORIGINAL ARCADE VERSION HAD A ROSTER OF EIGHT PLAYABLE CHARACTERS.

TEKKEN

TEKKEN

1994 TEKKEN

THE **PLAYSTATION PORT** WAS A SIGNIFICANT SUCCESS AND WAS PRAISED FOR ADDING NEW CONTENT, INCLUDING AN EXTENDED CHARACTER ROSTER WITH SUB-BOSSES BECOMING PLAYABLE, NEW ENDINGS FOR EACH CHARACTER, AND A POPULAR LOADING SCREEN MINI-GAME, GALAGA.



TEKKEN'S SUCCESS, PARTICULARLY ON THE PLAYSTATION, CEMENTED IT AS A POWERHOUSE FRANCHISE AND A MAJOR RIVAL TO OTHER 3D FIGHTING GAMES OF THE ERA.

ITS EMPHASIS ON A MORE REALISTIC, GROUNDED FIGHTING STYLE, COMBINED WITH ITS ENGAGING NARRATIVE, SET IT APART AND ESTABLISHED IT AS A STAPLE OF THE FIGHTING GAME GENRE.



TEKKEN

TEKKEN

GAMER

1995 TEKKEN 2

"TEKKEN 2," RELEASED IN 1995, IS A FIGHTING GAME DEVELOPED AND PUBLISHED BY NAMCO. AS THE SECOND ENTRY IN THE FRANCHISE, IT BUILT UPON THE FOUNDATION OF THE ORIGINAL GAME AND IS WIDELY REGARDED AS ONE OF THE BEST FIGHTING GAMES OF ITS ERA.



RELEASE AND PLATFORMS:

ARCADE: THE GAME WAS FIRST RELEASED IN ARCADES IN AUGUST 1995.

PLAYSTATION WAS A HIGHLY SUCCESSFUL PORT WAS RELEASED FOR THE PLAYSTATION IN 1996.

THIS VERSION OF THE GAME WAS A MAJOR COMMERCIAL SUCCESS, SELLING OVER 5.7 MILLION COPIES WORLDWIDE AND BECOMING ONE OF THE BEST-SELLING GAMES ON THE CONSOLE.

"TEKKEN 2" REFINED THE CORE 3D FIGHTING MECHANICS OF THE ORIGINAL.

TEKKEN



TEKKEN

GAMER

1995 TEKKEN 2

WHILE IT MAINTAINED THE FOUR-BUTTON, LIMB-BASED CONTROL SCHEME, IT ADDED NEW MOVES, ATTACK REVERSALS, AND CHAIN THROWS FOR A MORE COMPLEX AND FLUID COMBAT SYSTEM.

EXPANDED ROSTER

THE GAME FEATURED A MUCH LARGER ROSTER THAN ITS PREDECESSOR, WITH A TOTAL OF 25 CHARACTERS, INCLUDING NEW AND NOW-ICONIC FIGHTERS LIKE JUN KAZAMA AND LEI WULONG.

THE PLAYSTATION PORT MADE ALL SUB-BOSSSES AND BOSSSES UNLOCKABLE, GREATLY EXPANDING THE NUMBER OF PLAYABLE CHARACTERS.

THE STORY OF "TEKKEN 2" IS A DIRECT CONTINUATION OF THE FIRST GAME.

THE PROTAGONIST OF THE ORIGINAL, KAZUYA MISHIMA, HAS TAKEN OVER THE MISHIMA ZAIBATSU CORPORATION AFTER DEFEATING HIS FATHER HACHI.



TEKKEN



TEKKEN

GAMER

1995 TEKKEN 2

NOW, KAZUYA IS THE ANTAGONIST, HOSTING THE SECOND "KING OF IRON FIST TOURNAMENT" TO LURE OUT HEIHACHI, WHO SURVIVED THEIR LAST "TEKKEN 2," RELEASED IN 1995, IS A FIGHTING GAME DEVELOPED AND PUBLISHED BY NAMCO.



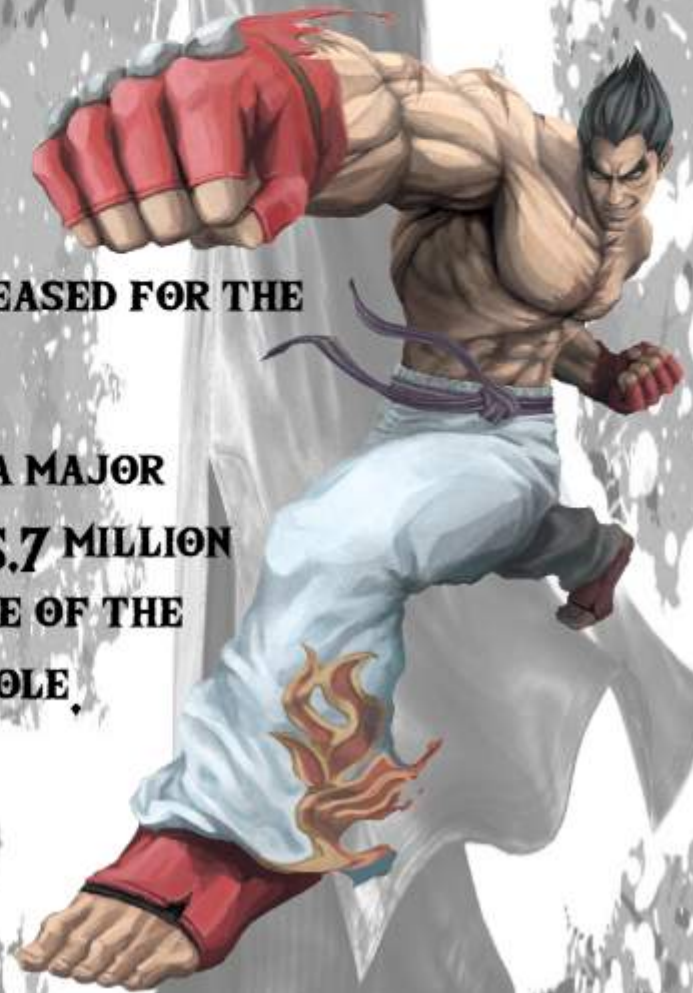
AS THE SECOND ENTRY IN THE FRANCHISE, IT BUILT UPON THE FOUNDATION OF THE ORIGINAL GAME AND IS WIDELY REGARDED AS ONE OF THE BEST FIGHTING GAMES OF ITS ERA.

RELEASE AND PLATFORMS:

THE GAME WAS FIRST RELEASED IN ARCADES IN AUGUST 1995.

A HIGHLY SUCCESSFUL PORT WAS RELEASED FOR THE PLAYSTATION IN 1996.

THIS VERSION OF THE GAME WAS A MAJOR COMMERCIAL SUCCESS, SELLING OVER 5.7 MILLION COPIES WORLDWIDE AND BECOMING ONE OF THE BEST-SELLING GAMES ON THE CONSOLE.



TEKKEN

GAMER

1995 TEKKEN 2

"TEKKEN 2" REFINED THE CORE 3D FIGHTING MECHANICS OF THE ORIGINAL, WHILE IT MAINTAINED THE FOUR-BUTTON, LIMB-BASED CONTROL SCHEME. IT ADDED NEW MOVES, ATTACK REVERSALS, AND CHAIN THROWS FOR A MORE COMPLEX AND FLUID COMBAT SYSTEM.



THE GAME FEATURED A MUCH LARGER ROSTER THAN ITS PREDECESSOR, WITH A TOTAL OF 25 CHARACTERS, INCLUDING NEW AND NOW-ICONIC FIGHTERS LIKE JUN KAZAMA AND LEI WULONG.

THE PLAYSTATION PORT MADE ALL SUB-BOSSSES AND BOSSSES UNLOCKABLE, GREATLY EXPANDING THE NUMBER OF PLAYABLE CHARACTERS.

THE STORY OF "TEKKEN 2" IS A DIRECT CONTINUATION OF THE FIRST GAME.

THE PROTAGONIST OF THE ORIGINAL, KAZUYA MISHIMA, HAS TAKEN OVER THE MISHIMA ZAIBATSU CORPORATION AFTER DEFEATING HIS FATHER, HEIHACHI.

NOW, KAZUYA IS THE ANTAGONIST, HOSTING THE SECOND "KING OF IRON FIST TOURNAMENT" TO LURE OUT HEIHACHI, WHO SURVIVED THEIR LAST ENCOUNTER AND IS PLOTTING HIS REVENGE.



TEKKEN

GAMER

1995 TEKKEN 2

THE STORY ALSO INTRODUCES THE CHARACTER OF JUN KAZAMA, AN ANIMAL RIGHTS ACTIVIST WHO IS INVESTIGATING KAZUYA'S ILLEGAL EXPERIMENTS.

THE PLAYSTATION PORT OF "TEKKEN 2" WAS CELEBRATED FOR ADDING SIGNIFICANT NEW CONTENT THAT ENHANCED THE HOME CONSOLE EXPERIENCE.

IT INTRODUCED SEVERAL NEW MODES THAT WOULD BECOME SERIES STAPLES, INCLUDING SURVIVAL, TEAM BATTLE, TIME ATTACK, AND PRACTICE.

EACH CHARACTER HAD A UNIQUE, PRE-RENDERED CGI ENDING SEQUENCE, WHICH PROVIDED A MORE CINEMATIC AND REWARDING EXPERIENCE FOR PLAYERS WHO COMPLETED THE GAME WITH EACH FIGHTER.

THE CONSOLE VERSION FEATURED A NEW, REMIXED SOUNDTRACK THAT WAS HIGHLY PRAISED FOR ITS QUALITY AND ATMOSPHERE.



TEKKEN

GAMER

1995 TEKKEN 2

"TEKKEN 2" WAS A LANDMARK TITLE THAT SOLIDIFIED THE FRANCHISE'S PLACE AS A PREMIER FIGHTING GAME SERIES.

ITS IMPROVEMENTS TO GAMEPLAY, EXPANDED ROSTER, AND CINEMATIC PRESENTATION SET A NEW STANDARD FOR HOME CONSOLE FIGHTING GAMES, AND IS PLOTTING HIS REVENGE.



THE STORY ALSO INTRODUCES THE CHARACTER OF JUN KAZAMA, AN ANIMAL RIGHTS ACTIVIST WHO IS INVESTIGATING KAZUYA'S ILLEGAL EXPERIMENTS.

THE PLAYSTATION PORT OF "TEKKEN 2" WAS CELEBRATED FOR ADDING SIGNIFICANT NEW CONTENT THAT ENHANCED THE HOME CONSOLE EXPERIENCE.



IT INTRODUCED SEVERAL NEW MODES THAT WOULD BECOME SERIES STAPLES, INCLUDING SURVIVAL, TEAM BATTLE, TIME ATTACK, AND PRACTICE.



TEKKEN

GAMER

1995 TEKKEN 2

EACH CHARACTER HAD A UNIQUE, PRE-RENDERED CGI ENDING SEQUENCE, WHICH PROVIDED A MORE CINEMATIC AND REWARDING EXPERIENCE FOR PLAYERS WHO COMPLETED THE GAME WITH EACH FIGHTER.

THE CONSOLE VERSION FEATURED A NEW, REMIXED SOUNDTRACK THAT WAS HIGHLY PRAISED FOR ITS QUALITY AND ATMOSPHERE.



"TEKKEN 2" WAS A LANDMARK TITLE THAT SOLIDIFIED THE FRANCHISE'S PLACE AS A PREMIER FIGHTING GAME SERIES.

ITS IMPROVEMENTS TO GAMEPLAY, EXPANDED ROSTER, AND CINEMATIC PRESENTATION SET A NEW STANDARD FOR HOME CONSOLE FIGHTING GAMES.



TEKKEN

GAMER

1997 TEKKEN 3

"TEKKEN 3," RELEASED IN 1997, IS A FIGHTING GAME DEVELOPED AND PUBLISHED BY NAMCO.

IT IS WIDELY CONSIDERED ONE OF THE GREATEST FIGHTING GAMES OF ALL TIME AND A LANDMARK TITLE FOR THE PLAYSTATION CONSOLE.



THE GAME WAS FIRST RELEASED IN JAPANESE ARCADES IN MARCH 1997.

THE PLAYSTATION PORT WAS RELEASED IN 1998 AND BECAME A PHENOMENAL SUCCESS, SELLING OVER 8 MILLION COPIES AND HOLDING A PLACE AS ONE OF THE BEST-SELLING GAMES ON THE CONSOLE.

TEKKEN 3" INTRODUCED A CRUCIAL GAMEPLAY MECHANIC: THE ABILITY TO SIDESTEP INTO THE FOREGROUND OR BACKGROUND.

THIS ADDED A TRUE THIRD DIMENSION TO THE GAMEPLAY, ALLOWING PLAYERS TO EVADE INCOMING ATTACKS AND COUNTER FROM THE SIDE, FUNDAMENTALLY CHANGING THE SERIES' STRATEGY.



TEKKEN

GAMER

1997 TEKKEN 3

THE GAME ENGINE WAS COMPLETELY REBUILT, RESULTING IN FASTER AND MORE FLUID COMBAT.

CHARACTERS COULD MOVE MORE REALISTICALLY, AND A GREATER EMPHASIS WAS PLACED ON COMBOS AND AIR JUGGLES.

TO ENCOURAGE THE USE OF SIDESTEPPING AND GROUND-BASED COMBAT, THE JUMPING HEIGHT WAS SIGNIFICANTLY REDUCED.



THE GAME FEATURED A MASSIVE TIME JUMP OF 19 YEARS AFTER THE EVENTS OF TEKKEN 2.

THIS MEANT A MOSTLY NEW ROSTER OF CHARACTERS, INCLUDING NEW MAIN PROTAGONIST JIN KAZAMA, THE SON OF KAZUYA AND JUN.

OTHER ICONIC NEW CHARACTERS INCLUDED LING XIAOYU, HWOARANG, AND EDDY GORDO.

THE STORY REVOLVES AROUND A MYSTERIOUS CREATURE KNOWN AS OGRE, AN ANCIENT "GOD OF FIGHTING" THAT HAS BEEN AWAKENED AND IS SEEKING OUT POWERFUL FIGHTERS TO CONSUME THEIR SOULS AND GROW STRONGER.

TEKKEN

GAMER

1997 TEKKEN 3

HEIHACHI MISHIMA, WHO HAS RECLAIMED THE MISHIMA ZAIBATSU, HOSTS THE THIRD "KING OF IRON FIST TOURNAMENT" TO LURE OGRE OUT AND CAPTURE HIM FOR HIS OWN PURPOSES. THE MAIN PROTAGONIST, JIN KAZAMA, ENTERS THE TOURNAMENT SEEKING REVENGE AGAINST OGRE FOR SUPPOSEDLY KILLING HIS MOTHER, JUN.



THE PLAYSTATION PORT OF "TEKKEN 3" WAS PRAISED FOR ITS GENEROUS AMOUNT OF EXTRA CONTENT:

"TEKKEN FORCE" MODE:

A CLASSIC BEAT 'EM UP MODE WHERE PLAYERS WOULD FIGHT THROUGH LEVELS AGAINST WAVES OF ENEMIES.

"TEKKEN BALL" MODE:

A FUN, MINI-GAME THAT COMBINED VOLLEYBALL WITH FIGHTING. PLAYERS WOULD DAMAGE THEIR OPPONENTS BY HITTING A BALL INTO THEM.



TEKKEN

GAMER

1997 TEKKEN 3

THE PLAYSTATION VERSION ADDED TWO UNIQUE, CONSOLE-EXCLUSIVE CHARACTERS: DR. BOSCONOVITCH AND GON (A CHARACTER FROM THE MANGA OF THE SAME NAME).

EACH CHARACTER HAD A UNIQUE CGI ENDING, WHICH WAS A VISUAL AND NARRATIVE TREAT.



"TEKKEN 3" IS REMEMBERED NOT ONLY FOR ITS TECHNICAL ACHIEVEMENTS AND REFINED GAMEPLAY BUT ALSO FOR ITS MASSIVE INFLUENCE ON THE FIGHTING GAME GENRE AS A WHOLE.

ITS COMBINATION OF A DEEP FIGHTING SYSTEM, A COMPELLING ROSTER, AND A WEALTH OF CONTENT MADE IT AN INSTANT CLASSIC THAT CONTINUES TO BE CELEBRATED TODAY.



TEKKEN

GAMER

1999 TEKKEN TAG TOURNAMENT

"TEKKEN TAG TOURNAMENT," RELEASED IN 1999, IS A FIGHTING GAME DEVELOPED AND PUBLISHED BY NAMCO.

IT IS A SPIN-OFF OF THE MAIN TEKKEN SERIES AND IS KNOWN FOR ITS UNIQUE TAG-TEAM GAMEPLAY AND MASSIVE ROSTER.

THE GAME WAS FIRST RELEASED IN ARCADES IN JAPAN IN JULY 1999, RUNNING ON THE NAMCO SYSTEM 12 ARCADE BOARD.

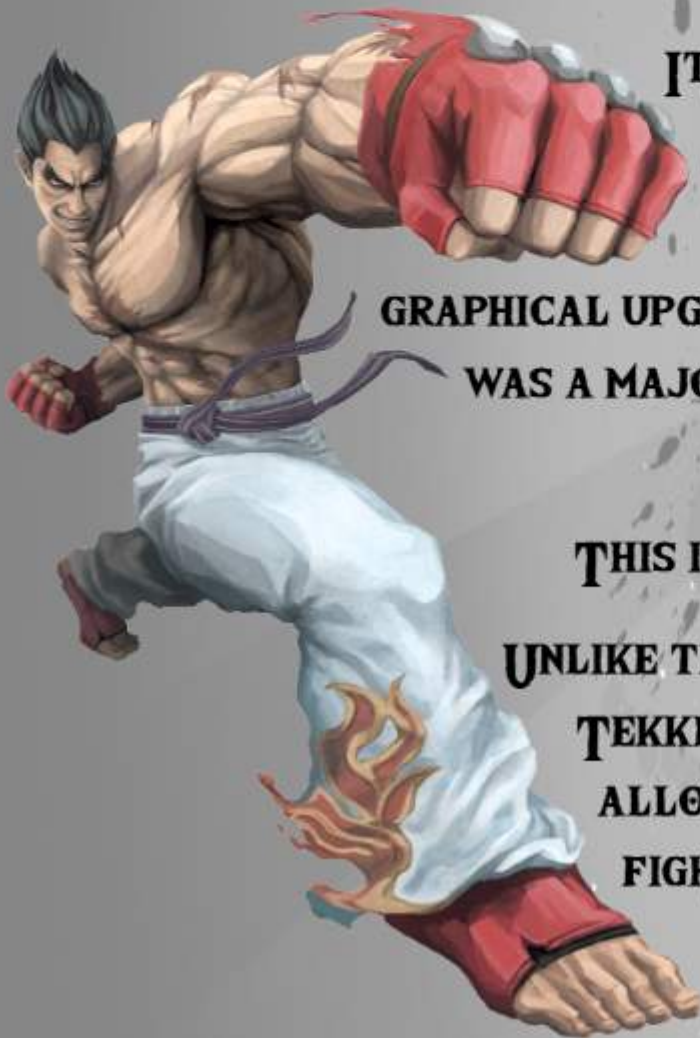


IT WAS A MAJOR LAUNCH TITLE FOR THE PLAYSTATION 2 IN 2000.

THIS VERSION WAS A SIGNIFICANT GRAPHICAL UPGRADE FROM THE ARCADE ORIGINAL AND WAS A MAJOR SHOWCASE FOR THE NEW CONSOLE'S POWER.

THIS IS THE GAME'S DEFINING FEATURE.

UNLIKE THE ONE-ON-ONE BATTLES OF THE MAIN TEKKEN GAMES, TEKKEN TAG TOURNAMENT ALLOWS PLAYERS TO FORM A TEAM OF TWO FIGHTERS AND SWITCH BETWEEN THEM AT ANY TIME DURING A MATCH.



TEKKEN

GAMER

1999 TEKKEN TAG TOURNAMENT

THE MATCH ENDS WHEN ONE OF A
PLAYER'S CHARACTERS IS KNOCKED OUT.
THE TAG SYSTEM WASN'T JUST FOR
SWITCHING OUT CHARACTERS.

IT INTRODUCED NEW STRATEGIC
ELEMENTS, AS PLAYERS COULD PERFORM
"TAG COMBOS" BY SEAMLESSLY
SWITCHING BETWEEN FIGHTERS TO
EXTEND A COMBO AND DEAL MASSIVE
DAMAGE.

TEKKEN TAG TOURNAMENT* IS KNOWN
FOR ITS HUGE ROSTER, WHICH INCLUDES NEARLY
EVERY PLAYABLE CHARACTER FROM THE FIRST
THREE TEKKEN GAMES.

THIS WAS A FAN-SERVICE DREAM, ALLOWING
PLAYERS TO FORM DREAM TEAMS THAT WERE
NOT POSSIBLE IN THE MAIN SERIES.



THE GAME IS NOT
CONSIDERED
CANON TO THE
MAIN TEKKEN
STORYLINE.



TEKKEN

GAMER

1999 TEKKEN TAG TOURNAMENT

THE EXISTENCE OF CHARACTERS WHO HAD BEEN KILLED OFF IN THE CANONICAL TIMELINE (LIKE THE ORIGINAL KAZUYA MISHIMA AND THE FIRST KING) AND THE RETURN OF JUN KAZAMA MEANT THAT THE GAME EXISTED IN ITS OWN SEPARATE UNIVERSE.

THE FINAL BOSS OF THE GAME IS A CHARACTER NAMED UNKNOWN, A MYSTERIOUS, ETHEREAL FIGURE.

SHE HAS A GHOSTLY ANIMAL COMPANION THAT MIRRORS HER MOVEMENTS.

IT WAS HEAVILY IMPLIED THAT UNKNOWN WAS A CORRUPTED VERSION OF JUN KAZAMA, A THEORY THAT WAS LATER CONFIRMED IN THE SEQUEL, TEKKEN TAG TOURNAMENT 2.

THE PLAYSTATION 2 VERSION OF TEKKEN TAG TOURNAMENT WAS A CRITICAL AND COMMERCIAL SUCCESS.

THE GAME'S SUCCESS LED TO A SEQUEL, TEKKEN TAG TOURNAMENT 2, MORE THAN A DECADE LATER.



TEKKEN

GAMER

2001 TEKKEN 4

"TEKKEN 4," RELEASED IN 2001, IS A FIGHTING GAME DEVELOPED AND PUBLISHED BY NAMCO.

IT IS THE FIFTH MAIN INSTALLMENT IN THE TEKKEN SERIES AND MARKED THE FRANCHISE'S DEBUT ON THE PLAYSTATION 2.

THE GAME WAS INITIALLY RELEASED IN ARCADES IN AUGUST 2001.

THE HIGHLY ANTICIPATED HOME CONSOLE PORT WAS RELEASED FOR THE PLAYSTATION 2 IN 2002.

THE STORY IS A DIRECT CONTINUATION OF THE SERIES.

IT TAKES PLACE TWO YEARS AFTER THE EVENTS OF TEKKEN 3.

KAZUYA MISHIMA, WHO WAS BELIEVED TO HAVE BEEN KILLED BY HIS FATHER HEIHACHI AT THE END OF TEKKEN 2, IS REVEALED TO HAVE SURVIVED AND HAS BEEN BROUGHT BACK TO LIFE BY THE G CORPORATION.



TEKKEN

GAMER

2001 TEKKEN 4

KAZUYA ENTERS THE FOURTH "KING OF IRON FIST TOURNAMENT" WITH THE GOAL OF TAKING BACK THE MISHIMA ZAIBATSU FROM HEIHACHI AND GETTING REVENGE.

THE MAIN PROTAGONIST OF TEKKEN 3, JIN KAZAMA, ALSO ENTERS THE TOURNAMENT, DRIVEN BY A NEW HATRED FOR BOTH HIS FATHER KAZUYA AND HIS GRANDFATHER HEIHACHI.

THIS GAME BRINGS THE THREE GENERATIONS OF MISHIMA MEN TOGETHER FOR THE FIRST TIME IN THE MAIN TIMELINE.

A MAJOR CHANGE FROM PREVIOUS TEKKEN GAMES WAS THE INTRODUCTION OF ENCLOSED STAGES WITH WALLS AND UNEVEN TERRAIN.

THIS MEANT THAT PLAYERS COULD PIN THEIR OPPONENTS AGAINST A WALL FOR A MORE DAMAGING COMBO, BUT IT ALSO MADE FOR A MORE RESTRICTIVE FIGHTING SPACE.

THIS WAS A CONTROVERSIAL CHANGE, AS IT COULD LEAD TO UNBALANCED MATCHES ON CERTAIN STAGES.



TEKKEN

GAMER

2001 TEKKEN 4

A NEW MECHANIC WAS ADDED THAT ALLOWED PLAYERS TO SWITCH THEIR FIGHTING STANCE OR AN OPPONENT'S POSITION, WHICH ADDED A NEW LAYER OF STRATEGY.

THE GAME INTRODUCED A FEW NEW CHARACTERS WHO WOULD GO ON TO BECOME SERIES STAPLES, INCLUDING:

STEVE FOX A PURE BOXER WHO USES NO KICKS.

CHRISTIE MONTEIRO A NEW PRACTITIONER OF CAPOEIRA, INHERITING EDDY GORDO'S STYLE.

"TEKKEN 4" IS KNOWN FOR ITS DARKER, MORE GROUNDED, AND MORE SERIOUS TONE.

THE MUSIC, CHARACTER DESIGNS, AND CINEMATIC STORY MODE SEQUENCES ALL CONTRIBUTED TO A UNIQUE ATMOSPHERE THAT SETS IT APART FROM OTHER GAMES IN THE SERIES.



TEKKEN

GAMER

2001 TEKKEN 4

WHILE *TEKKEN 4* WAS A COMMERCIAL SUCCESS, IT RECEIVED A MORE MIXED RECEPTION FROM COMPETITIVE PLAYERS DUE TO ITS BALANCE ISSUES AND THE NEW STAGE DESIGN.

HOWEVER, IT IS ALSO HIGHLY REGARDED FOR ITS CINEMATIC PRESENTATION, COMPELLING STORY, AND FOR BEING A BRAVE ATTEMPT TO EVOLVE THE SERIES' GAMEPLAY.



TEKKEN

GAMER

2004 TEKKEN 5

"TEKKEN 5," RELEASED IN 2004, IS A FIGHTING GAME DEVELOPED AND PUBLISHED BY NAMCO.

IT IS THE SIXTH MAIN INSTALLMENT IN THE TEKKEN SERIES AND IS WIDELY CONSIDERED A RETURN TO FORM AFTER THE MIXED RECEPTION OF TEKKEN 4.

THE GAME WAS INITIALLY RELEASED IN ARCADES IN NOVEMBER 2004.

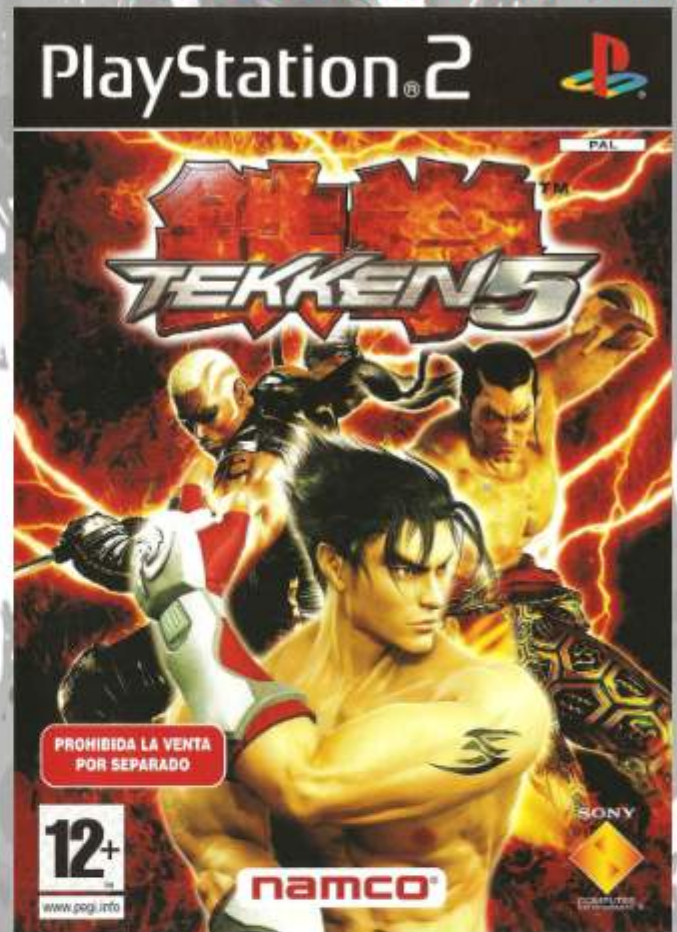
A CONSOLE PORT WAS RELEASED IN EARLY 2005.

IT WAS A MAJOR COMMERCIAL AND CRITICAL SUCCESS.

THE STORY OF TEKKEN 5 BEGINS IMMEDIATELY AFTER THE EVENTS OF TEKKEN 4.

HEIHACHI MISHIMA AND KAZUYA MISHIMA ARE SEEMINGLY KILLED IN AN EXPLOSION CAUSED BY A SQUAD OF JACK-4 ROBOTS SENT BY G CORPORATION.

WITH HEIHACHI PRESUMED DEAD, A NEW "KING OF IRON FIST TOURNAMENT 5" IS ANNOUNCED, HOSTED BY AN UNKNOWN PERSON.



TEKKEN

GAMER

2004 TEKKEN 5

THE MAIN PROTAGONIST IS JIN KAZAMA,
WHO IS NOW STRUGGLING TO CONTROL
HIS DEVIL GENE.

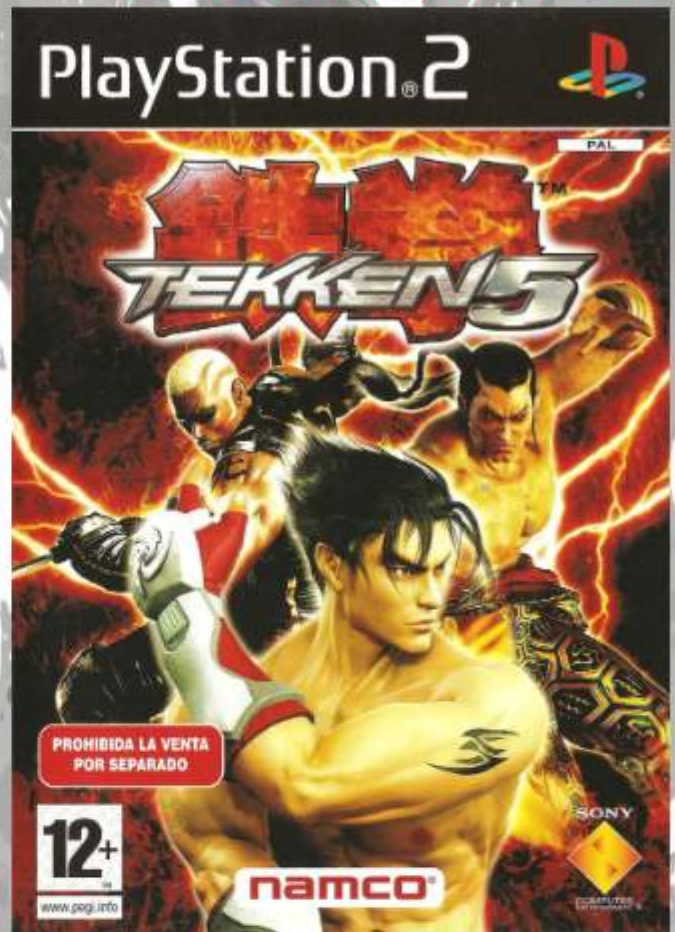
HE ENTERS THE TOURNAMENT TO FIND
OUT THE TRUTH BEHIND HIS FAMILY'S
CURSE AND DESTINY.

THE ULTIMATE TWIST IS THAT THE
UNKNOWN HOST IS HEIHACHI'S FATHER,
JINPACHI MISHIMA, WHO WAS
IMPRISONED BENEATH THE MISHIMA
ESTATE FOR 50 YEARS AND NOW HAS A
DEVIL-LIKE FORM.

HE IS THE FINAL BOSS OF
THE GAME.

THE GAME'S DESIGN
PHILOSOPHY WAS A
DIRECT RESPONSE TO
THE CRITICISM OF
TEKKEN 4.

IT BROUGHT BACK THE
CLASSIC TEKKEN STYLE OF
GAMEPLAY WITH A FOCUS
ON FAST-PACED, FLUID
COMBAT.



TEKKEN

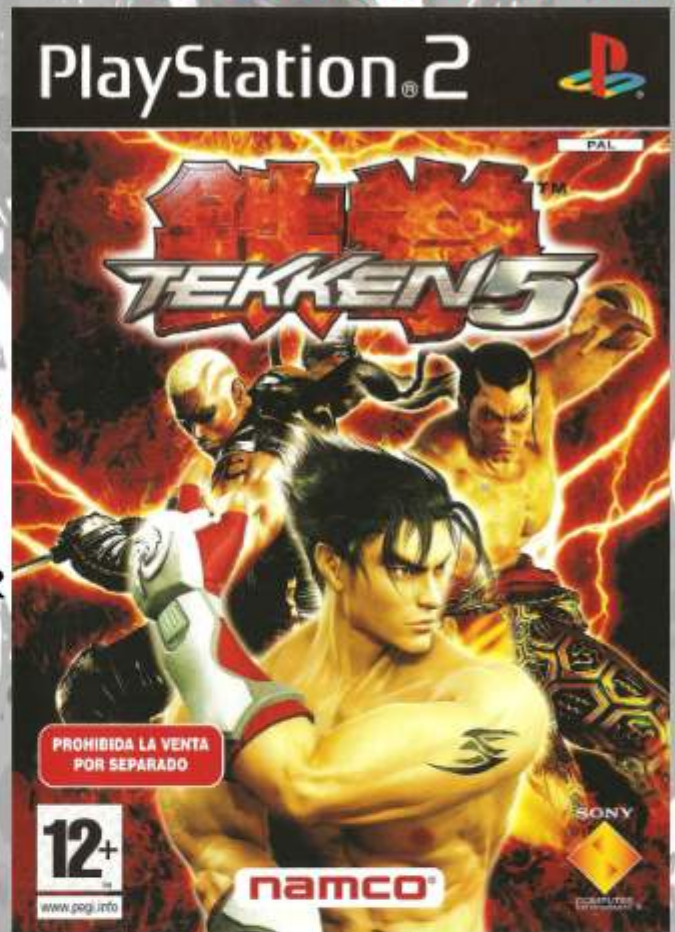
TEKKEN

GAMER

2004 TEKKEN 5

THE RESTRICTIVE STAGES WITH UNEVEN TERRAIN WERE REPLACED WITH LARGER, MORE OPEN ARENAS, AND THE SERIES' SIGNATURE "BOUND" SYSTEM WAS INTRODUCED, WHICH ALLOWED FOR NEW COMBO OPPORTUNITIES.

THE GAME FEATURED A MASSIVE ROSTER OF 32 CHARACTERS, INCLUDING THE RETURN OF MANY FIGHTERS WHO WERE ABSENT FROM TEKKEN 4.



IT ALSO INTRODUCED NEW CHARACTERS WHO BECAME SERIES STAPLES:

ASUKA KAZAMA IS A NEW PROTAGONIST WHO PRACTICES THE KAZAMA STYLE OF FIGHTING AND IS A RIVAL TO LILI.

FENG WEI IS A POWERFUL MASTER OF GOD FIST STYLE.

RAVEN IS A NINJA ASSASSIN WHO USES NINJUTSU.



TEKKEN

GAMER

2004 TEKKEN 5

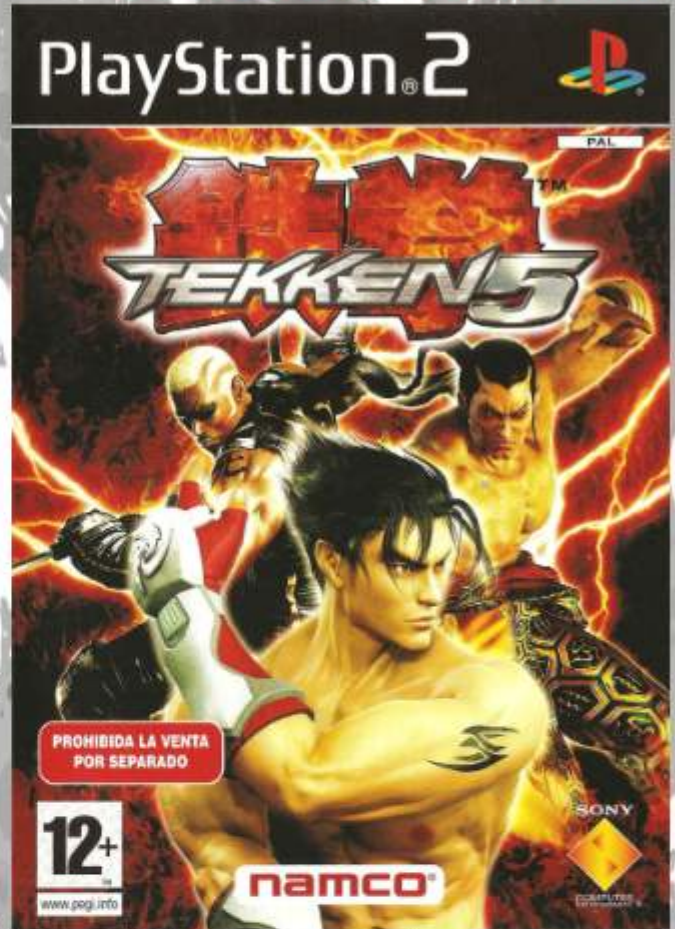
RAVEN IS A NINJA ASSASSIN WHO USES
NINJUTSU.

TEKKEN 5 INTRODUCED A NEW
CUSTOMIZATION FEATURE THAT
ALLOWED PLAYERS TO PERSONALIZE
THEIR CHARACTERS WITH VARIOUS
COSTUMES, ACCESSORIES, AND COLORS.
THIS WAS A HUGELY POPULAR FEATURE
AND BECAME A STAPLE OF EVERY
SUBSEQUENT TEKKEN GAME.

THE PLAYSTATION 2 VERSION INCLUDED
A NEW SIDE-STORY, "DEVIL WITHIN," A SINGLE-PLAYER BEAT 'EM UP
MODE THAT FOLLOWED JIN KAZAMA AS HE EXPLORED
THE MISHIMA ZAIBATSU'S RESEARCH FACILITIES.

THE CONSOLE VERSION INCLUDED THE ORIGINAL
ARCADE VERSIONS OF TEKKEN 1, TEKKEN 2,
AND TEKKEN 3 AS UNLOCKABLE CONTENT,
MAKING IT A COMPREHENSIVE PACKAGE FOR
FANS OF THE SERIES.

TEKKEN 5 IS WIDELY HAILED AS ONE OF THE BEST
GAMES IN THE SERIES AND IS SEEN AS THE
FOUNDATION FOR MODERN *TEKKEN*
GAMEPLAY.



TEKKEN

TEKKEN

GAMER

2005 TEKKEN 5 DARK RESURRECTION

"TEKKEN 5: DARK RESURRECTION,"
RELEASED IN 2005, IS AN UPDATED
VERSION OF THE CRITICALLY ACCLAIMED
"TEKKEN 5."

IT WAS RELEASED IN ARCADES AND LATER
BECAME A LANDMARK DIGITAL RELEASE ON
HOME CONSOLES.

THE GAME WAS FIRST RELEASED IN
ARCADES IN LATE 2005.

A PORT FOR THE PSP WAS RELEASED IN
2006 UNDER THE NAME TEKKEN: DARK
RESURRECTION.

IT WAS A MAJOR SUCCESS AND WAS PRAISED FOR
BRINGING A FULL-FLEDGED TEKKEN EXPERIENCE TO
A HANDHELD.

A HIGH-DEFINITION VERSION WAS RELEASED AS A
DOWNLOADABLE TITLE ON THE PLAYSTATION
NETWORK IN 2007.

THIS WAS ONE OF THE FIRST MAJOR FIGHTING GAMES
AVAILABLE ON A DIGITAL-ONLY PLATFORM AND WAS A
MAJOR SHOWCASE FOR THE NEW PLAYSTATION 3.

THIS VERSION WAS LATER UPDATED WITH ONLINE
MULTIPLAYER FUNCTIONALITY.



TEKKEN

GAMER

2005 TEKKEN 5 DARK RESURRECTION

DARK RESURRECTION INTRODUCED THREE NEW CHARACTERS TO THE SERIES:

SERGEI DRAGUNOV IS A RUSSIAN SAMBO PRACTITIONER.

**LILI ROCHEFORT IS A GRACEFUL AND STYLISH FIGHTER WHO USES A SELF-
TAUGHT, ACROBATIC FIGHTING STYLE.**

**ARMOR KING IS A RETURNING CHARACTER FROM TEKKEN TAG
TOURNAMENT AND A RIVAL OF KING.**



**THE GAME'S PRIMARY PURPOSE WAS TO REBALANCE THE
ROSTER OF TEKKEN 5.**

**MANY CHARACTERS WERE GIVEN NEW MOVES
AND HAD THEIR EXISTING MOVES ADJUSTED TO
CREATE A MORE BALANCED AND
COMPETITIVE GAME.**

**THE GAME FEATURED NEW STAGES WITH NEW
BACKGROUNDS, AS WELL AS A FEW STAGES THAT WERE
REMIXED VERSIONS OF THOSE FROM *TEKKEN 5.**



TEKKEN

TEKKEN

2005 TEKKEN 5 DARK RESURRECTION

THE PS3 VERSION, IN PARTICULAR, WAS A MAJOR VISUAL UPGRADE.

IT RENDERED THE GAME IN 1080P AND FEATURED ENHANCED GRAPHICAL EFFECTS, MAKING IT A STUNNING SHOWCASE FOR THE PLATFORM.

THE PS3 VERSION WAS LATER UPDATED TO INCLUDE ONLINE VERSUS AND ONLINE RANKING MODES, A MAJOR NEW FEATURE FOR THE SERIES AND A KEY SELLING POINT.

TEKKEN 5: DARK RESURRECTION™ IS CONSIDERED ONE OF THE MOST SUCCESSFUL ARCADE UPDATES IN FIGHTING GAME HISTORY.

THE PS3 VERSION'S SUCCESSFUL DIGITAL RELEASE HELPED TO PAVE THE WAY FOR OTHER DIGITAL-ONLY FIGHTING GAMES.

THE GAME IS HIGHLY REGARDED BY COMPETITIVE PLAYERS FOR ITS BALANCED ROSTER AND REFINED GAMEPLAY, AND MANY OF ITS CHANGES AND ADDITIONS WERE CARRIED OVER INTO FUTURE GAMES.

GAMER



TEKKEN

GAMER

2007 TEKKEN 6

"TEKKEN 6," RELEASED IN 2007, IS A FIGHTING GAME DEVELOPED AND PUBLISHED BY NAMCO BANDAI GAMES.

IT IS THE SEVENTH INSTALLMENT IN THE MAIN TEKKEN SERIES AND THE FIRST TO BE A MULTI-PLATFORM RELEASE FROM THE START.



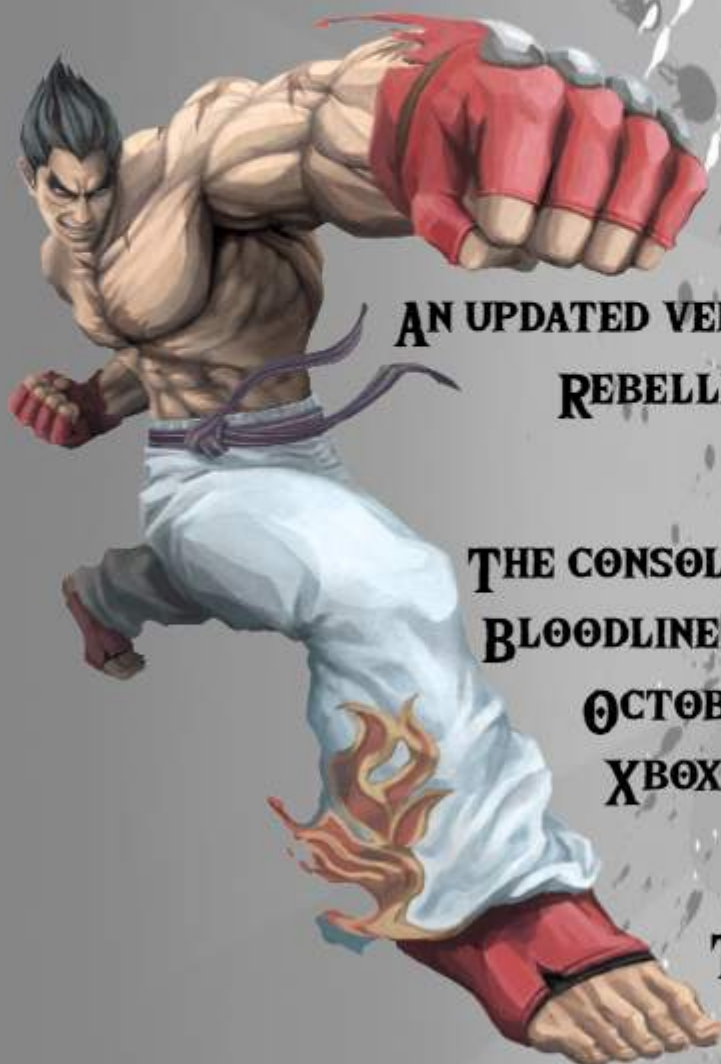
THE GAME WAS FIRST RELEASED IN ARCADES IN NOVEMBER 2007.

AN UPDATED VERSION, TITLED TEKKEN 6: BLOODLINE REBELLION, WAS RELEASED IN ARCADES IN DECEMBER 2008.

THE CONSOLE VERSION, WHICH WAS BASED ON THE BLOODLINE REBELLION UPDATE, WAS RELEASED IN OCTOBER 2009 FOR THE PLAYSTATION 3, XBOX 360, AND PLAYSTATION PORTABLE (PSP).

THIS MARKED THE FIRST TIME A MAIN TEKKEN INSTALLMENT WAS RELEASED ON A MICROSOFT CONSOLE.

TEKKEN



TEKKEN

GAMER

2007 TEKKEN 6

THE STORY OF TEKKEN 6 FOLLOWS THE
EVENTS OF TEKKEN 5.

JIN KAZAMA, HAVING DEFEATED JINPACHI
MISHIMA, HAS NOW TAKEN CONTROL OF
THE MISHIMA ZAIBATSU.

HE USES THE POWERFUL CORPORATION TO
DECLARE WAR ON THE WORLD.



THE G CORPORATION, NOW LED BY JIN'S FATHER,
KAZUYA MISHIMA, BECOMES THE ONLY FORCE TO
STAND AGAINST THE MISHIMA ZAIBATSU.

THE GAME'S NARRATIVE FOCUSES ON THE
GLOBAL CONFLICT BETWEEN THESE TWO
CORPORATIONS AND THE VARIOUS CHARACTERS'
MOTIVATIONS FOR ENTERING THE SIXTH "KING
OF IRON FIST TOURNAMENT" TO STOP THE
ESCALATING WAR.

TEKKEN 6 INTRODUCED TWO NEW MAIN
CHARACTERS WHO ARE CENTRAL TO THE STORY.

LARS ALEX ANDERSSON IS A MEMBER OF THE
TEKKEN FORCE WHO LEADS A REBELLION
AGAINST JIN.



TEKKEN

GAMER

2007 TEKKEN 6

HE IS LATER REVEALED TO BE HEIHACHI'S ILLEGITIMATE SON.

ALISA BOSCONOVITCH IS A GYNÖID (FEMALE ANDROID) CREATED BY DR. BOSCONOVITCH, WHO JOINS LARS ON HIS JOURNEY.

A MAJOR NEW MECHANIC WAS THE "RAGE SYSTEM." WHEN A CHARACTER'S HEALTH

DROPS BELOW A CERTAIN POINT, THEY ENTER "RAGE," AND THEIR CHARACTER GLOWS RED, AND THEIR ATTACKS DEAL SIGNIFICANTLY MORE DAMAGE. THIS ADDED A NEW LAYER OF STRATEGY AND ALLOWED FOR COMEBACKS, EVEN WHEN A PLAYER WAS CLOSE TO DEFEAT.

TEKKEN 6* INTRODUCED THE "BOUND" SYSTEM, WHICH ALLOWED PLAYERS TO "SLAM" A JUGGLING OPPONENT INTO THE GROUND, CAUSING THEM TO "BOUNCE" BACK UP AND BECOME VULNERABLE TO FURTHER ATTACKS.

THIS MECHANIC GREATLY EXPANDED THE COMBO POSSIBILITIES AND BECAME A STAPLE OF SUBSEQUENT *TEKKEN* GAMES.



TEKKEN

GAMER

2007 TEKKEN 6

THE GAME FEATURED LARGER, MORE DYNAMIC STAGES WITH DESTRUCTIBLE WALLS AND FLOORS.

BREAKING A WALL OR FLOOR WOULD LEAD TO A NEW AREA OF THE STAGE AND COULD BE USED TO EXTEND COMBOS.



THE CONSOLE VERSIONS FEATURED A FULL-FLEDGED SINGLE-PLAYER "BEAT 'EM UP" MODE THAT FOLLOWED LARS AND ALISA.

THIS MODE HAD A THIRD-PERSON CAMERA, A PROGRESSION SYSTEM, AND ALLOWED PLAYERS TO ACQUIRE NEW ITEMS AND CLOTHING FOR THEIR CHARACTERS. TEKKEN 6 WAS A MASSIVE COMMERCIAL SUCCESS, SELLING MILLIONS OF COPIES AND BECOMING A MAJOR FORCE IN THE FIGHTING GAME COMMUNITY.

IT IS REMEMBERED FOR ITS POWERFUL NEW GAMEPLAY MECHANICS, ITS EXPANSIVE ROSTER, AND ITS ATTEMPT TO CREATE A MORE CINEMATIC AND ACTION-ORIENTED SINGLE-PLAYER EXPERIENCE.



TEKKEN

GAMER



2011 TEKKEN TAG TOURNAMENT 2

"TEKKEN TAG TOURNAMENT 2," RELEASED IN 2011, IS A FIGHTING GAME DEVELOPED AND PUBLISHED BY NAMCO BANDAI GAMES.

IT IS THE SEQUEL TO THE 1999 SPIN-OFF, "TEKKEN TAG TOURNAMENT," AND A MAJOR ENTRY IN THE *TEKKEN* FRANCHISE.

THE GAME WAS FIRST RELEASED IN ARCADES IN SEPTEMBER 2011.



TEKKEN

GAMER



2011 TEKKEN TAG TOURNAMENT 2

AN UPDATED VERSION, "TEKKEN TAG TOURNAMENT 2 UNLIMITED," WAS RELEASED IN MARCH 2012, WHICH ADDED NEW FEATURES AND REBALANCED THE ROSTER.

THE CONSOLE VERSION, BASED ON THE "UNLIMITED" UPDATE, WAS RELEASED IN SEPTEMBER 2012 FOR THE PLAYSTATION 3 AND XBOX 360.

A PORT FOR THE WII U WAS RELEASED LATER THAT YEAR IN NOVEMBER-DECEMBER 2012.



TEKKEN

GAMER



2011 TEKKEN TAG TOURNAMENT 2

LIKE ITS PREDECESSOR, TEKKEN TAG TOURNAMENT 2 FOCUSES ON A 2-VS-2 TAG-TEAM BATTLE SYSTEM.

HOWEVER, IT INTRODUCED A NEW LEVEL OF STRATEGIC DEPTH WITH THE ABILITY TO CHOOSE A 1-VS-2 OR 1-VS-1 FORMAT, A FIRST FOR THE SERIES.

THE GAME EXPANDED ON THE TAG MECHANICS WITH "TAG ASSAULTS," WHERE A PLAYER CAN BRING IN THEIR PARTNER TO EXTEND A COMBO IN THE MIDDLE OF A JUGGLE.



TEKKEN

GAMER



2011 TEKKEN TAG TOURNAMENT 2

IT ALSO INTRODUCED POWERFUL "TAG THROWS"
AND "TAG CRASHES."

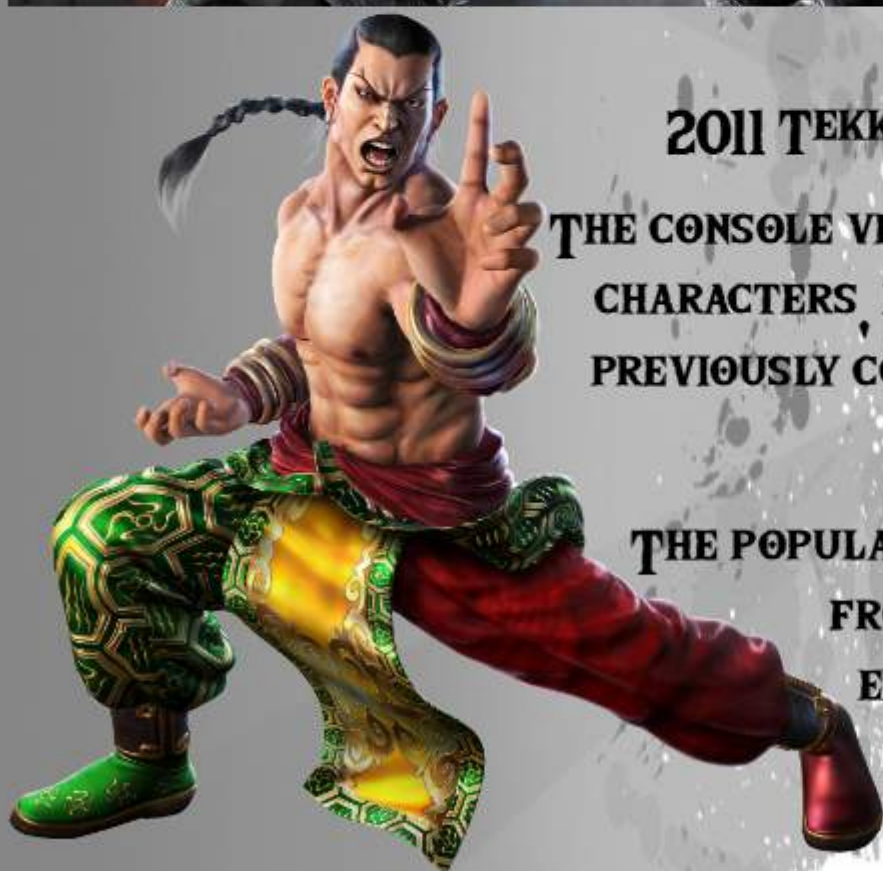
THE GAME IS FAMOUS FOR HAVING ONE OF THE
LARGEST ROSTERS IN FIGHTING GAME HISTORY.

IT INCLUDED ALMOST EVERY CHARACTER FROM THE
MAIN TEKKEN SERIES UP TO THAT POINT, INCLUDING
CHARACTERS WHO HAD BEEN KILLED OFF IN THE
CANONICAL TIMELINE, LIKE JUN KAZAMA AND TRUE
OGRE.



TEKKEN

GAMER



2011 TEKKEN TAG TOURNAMENT 2

THE CONSOLE VERSION ALSO ADDED MANY NEW CHARACTERS, INCLUDING SOME WHO WERE PREVIOUSLY CONSOLE-EXCLUSIVE OR NON-PLAYABLE.

THE POPULAR CHARACTER CUSTOMIZATION FROM TEKKEN 6 WAS GREATLY EXPANDED, ALLOWING FOR EVEN MORE DETAILED AND CREATIVE CHARACTER DESIGNS.

TEKKEN

TEKKEN

GAMER



2011 TEKKEN TAG TOURNAMENT 2

THE GAME INTRODUCED A NEW TUTORIAL MODE CALLED "FIGHT LAB," WHICH USED A STORY-DRIVEN FORMAT WITH A CUSTOMIZABLE ROBOT NAMED COMBOT TO TEACH PLAYERS THE GAME'S MECHANICS FROM THE BASICS TO ADVANCED TAG COMBOS.



TEKKEN

TEKKEN

GAMER



2011 TEKKEN TAG TOURNAMENT 2

THE "TAG TOURNAMENT" GAMES EXIST OUTSIDE THE MAIN STORYLINE, WHICH ALLOWS FOR FAN-FAVORITE CHARACTERS TO RETURN AND TEAM UP IN WAYS THAT WOULDN'T BE POSSIBLE IN THE CANONICAL SERIES.

TEKKEN TAG TOURNAMENT 2 WAS A CRITICAL SUCCESS, PRAISED FOR ITS DEEP AND COMPLEX GAMEPLAY, ITS MASSIVE ROSTER, AND ITS STUNNING GRAPHICS.

IT IS OFTEN REGARDED AS A PINNACLE OF THE SERIES' TAG-TEAM GAMEPLAY AND A MUST-HAVE FOR FANS OF THE FRANCHISE.



TEKKEN

GAMER



2015 TEKKEN 7

"TEKKEN 7" RELEASED IN 2015, IS THE SEVENTH MAIN INSTALLMENT IN THE TEKKEN SERIES.

IT WAS A MAJOR RELEASE FOR THE EIGHTH CONSOLE GENERATION AND IS ONE OF THE MOST SUCCESSFUL FIGHTING GAMES IN HISTORY.

THE GAME WAS FIRST RELEASED IN ARCADES IN JAPAN IN MARCH 2015.

AN UPDATED ARCADE VERSION, TEKKEN 7: FATED RETRIBUTION*, WAS RELEASED IN JULY 2016, WHICH ADDED NEW CHARACTERS AND FEATURES.



TEKKEN

GAMER



2015 TEKKEN 7

THE HOME CONSOLE VERSION, BASED ON THE FATED RETRIBUTION UPDATE, WAS RELEASED IN JUNE 2017 FOR THE PLAYSTATION 4, XBOX ONE, AND PC. THIS WAS A MAJOR FIRST FOR THE SERIES, AS IT WAS THE FIRST MAIN *TEKKEN* GAME TO HAVE A SIMULTANEOUS RELEASE ON A PC PLATFORM.

THE STORY OF TEKKEN 7 IS THE CONCLUSION OF THE LONG-RUNNING MISHIMA SAGA, FOCUSING ON THE FINAL, CLIMACTIC BATTLE BETWEEN HEIHACHI MISHIMA AND HIS SON, KAZUYA MISHIMA.

THE GAME'S STORY IS TOLD FROM THE PERSPECTIVE OF A REPORTER WHO IS INVESTIGATING THE TRUTH BEHIND THE MISHIMA FAMILY'S FEUD AND THEIR DEMONIC POWERS.

TEKKEN

GAMER



2015 TEKKEN 7

THE STORY REVEALS
THE ORIGIN OF THE
DEVIL GENE, LINKING
IT TO HEIHACHI'S
WIFE, KAZUMI MISHIMA,
WHO POSSESSED A
DEMON-LIKE POWER.

THIS PROVIDES A NEW CONTEXT FOR HEIHACHI'S BRUTAL ACTIONS
TOWARDS KAZUYA.

TEKKEN

GAMER



2015 TEKKEN 7

THE MAIN STORY IS A
CINEMATIC AND ACTION-
PACKED EXPERIENCE,
CULMINATING IN A
FINAL DUEL THAT
AIMS TO SETTLE THE
20-YEAR-LONG
CONFLICT BETWEEN
FATHER AND SON.

TEKKEN

GAMER



2015 TEKKEK 7

KEY GAMEPLAY FEATURES:

BUILDING ON THE "RAGE" SYSTEM FROM TEKKEK 6, TEKKEK 7 INTRODUCED "RAGE ARTS."

WHEN A CHARACTER'S HEALTH IS LOW, THEY CAN ACTIVATE A SUPER MOVE WITH A SINGLE BUTTON PRESS.

THIS CINEMATIC ATTACK DEALS SIGNIFICANT DAMAGE, GIVING A LOSING PLAYER A CHANCE TO MAKE A COMEBACK.

BUILDING ON THE "RAGE" SYSTEM FROM TEKKEK 6*, *TEKKEK 7* INTRODUCED "RAGE ARTS."



TEKKEN

GAMER



2015 TEKKEN 7

WHEN A CHARACTER'S HEALTH IS LOW, THEY CAN
ACTIVATE A SUPER MOVE WITH A SINGLE BUTTON
PRESS.

THIS CINEMATIC ATTACK DEALS SIGNIFICANT
DAMAGE, GIVING A LOSING PLAYER A CHANCE TO
MAKE A COMEBACK.

RAGE DRIVE: A SECOND OPTION FOR A CHARACTER IN
"RAGE" MODE IS A "RAGE DRIVE."

THIS IS A SPECIAL MOVE THAT DOESN'T DEAL AS MUCH
DAMAGE AS A RAGE ART BUT CAN EXTEND COMBOS
AND PROVIDE A TACTICAL ADVANTAGE.

TEKKEN

GAMER



2015 TEKKEN 7

POWER CRUSH: THIS IS A NEW "ARMOR" MOVE THAT ALLOWS A CHARACTER TO CONTINUE THEIR ATTACK EVEN WHILE TAKING A HIT.

IT'S A HIGH-RISK, HIGH-REWARD MOVE THAT CAN BE USED TO INTERRUPT AN OPPONENT'S PRESSURE AND TURN THE TIDE OF A MATCH.



GUEST CHARACTERS:
TEKKEN 7
CONTINUED THE
SERIES'

TRADITION OF GUEST CHARACTERS WITH MAJOR
CROSSOVER APPEARANCES:

TEKKEN

GAMER



2015 TEKKEN 7

AKUMA FROM THE STREET FIGHTER SERIES,

AKUMA WAS INTEGRATED INTO THE MAIN STORY, PLAYING A PIVOTAL ROLE IN THE MISHIMA FAMILY'S PAST,

GEESE HOWARD FROM THE FATAL FURY AND KING OF FIGHTERS SERIES,

NOCTIS LUCIS CAELUM FROM THE *FINAL FANTASY XV SERIES,

NEGAN FROM THE WALKING DEAD* COMIC BOOK SERIES,



TEKKEN

GAMER



2015 TEKKEN 7

LEROY SMITH IS A NEW ORIGINAL CHARACTER WHO WAS SO POWERFUL HE WAS CONSIDERED A GUEST CHARACTER BY THE COMMUNITY.

"TEKKEN 7" WAS A MAJOR SUCCESS FOR BANDAI NAMCO. IT WAS PRAISED FOR ITS REFINED GAMEPLAY, ITS CINEMATIC STORY, AND ITS ROBUST ONLINE MULTIPLAYER.

TEKKEN

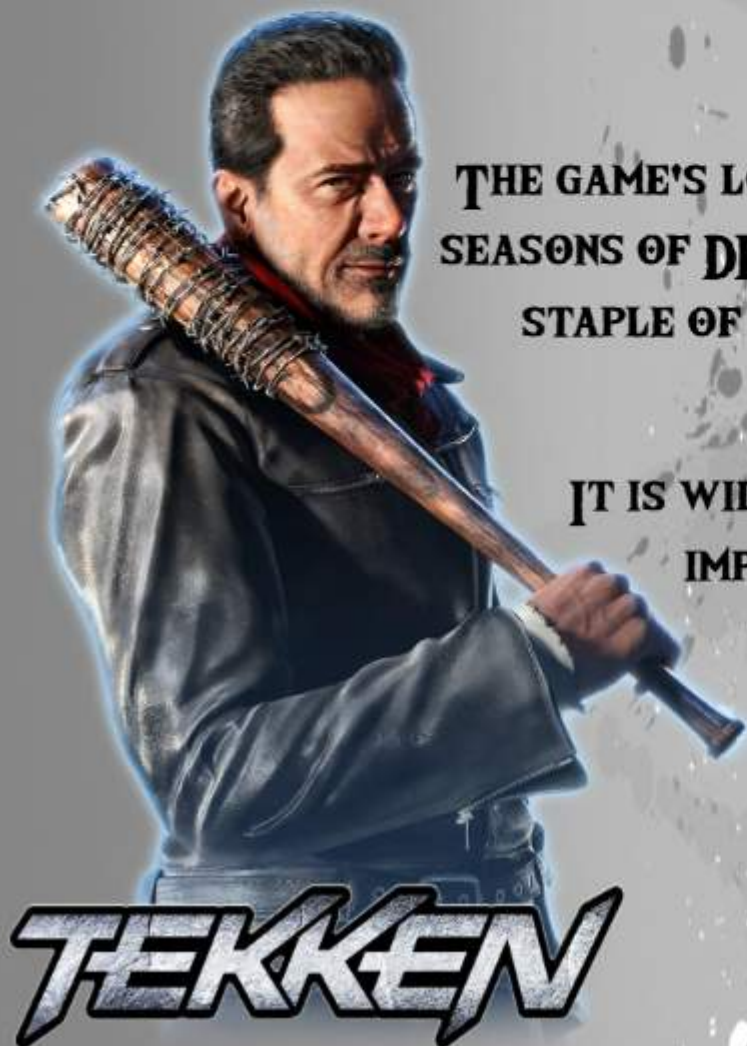
GAMER



2015 TEKKEEN 7

THE GAME'S LONG-TERM SUPPORT WITH MULTIPLE SEASONS OF DLC AND BALANCE CHANGES MADE IT A STAPLE OF THE COMPETITIVE FIGHTING GAME SCENE FOR YEARS.

IT IS WIDELY CONSIDERED ONE OF THE MOST IMPORTANT AND INFLUENTIAL FIGHTING GAMES OF THE 2010S.



TEKKEN

GAMER

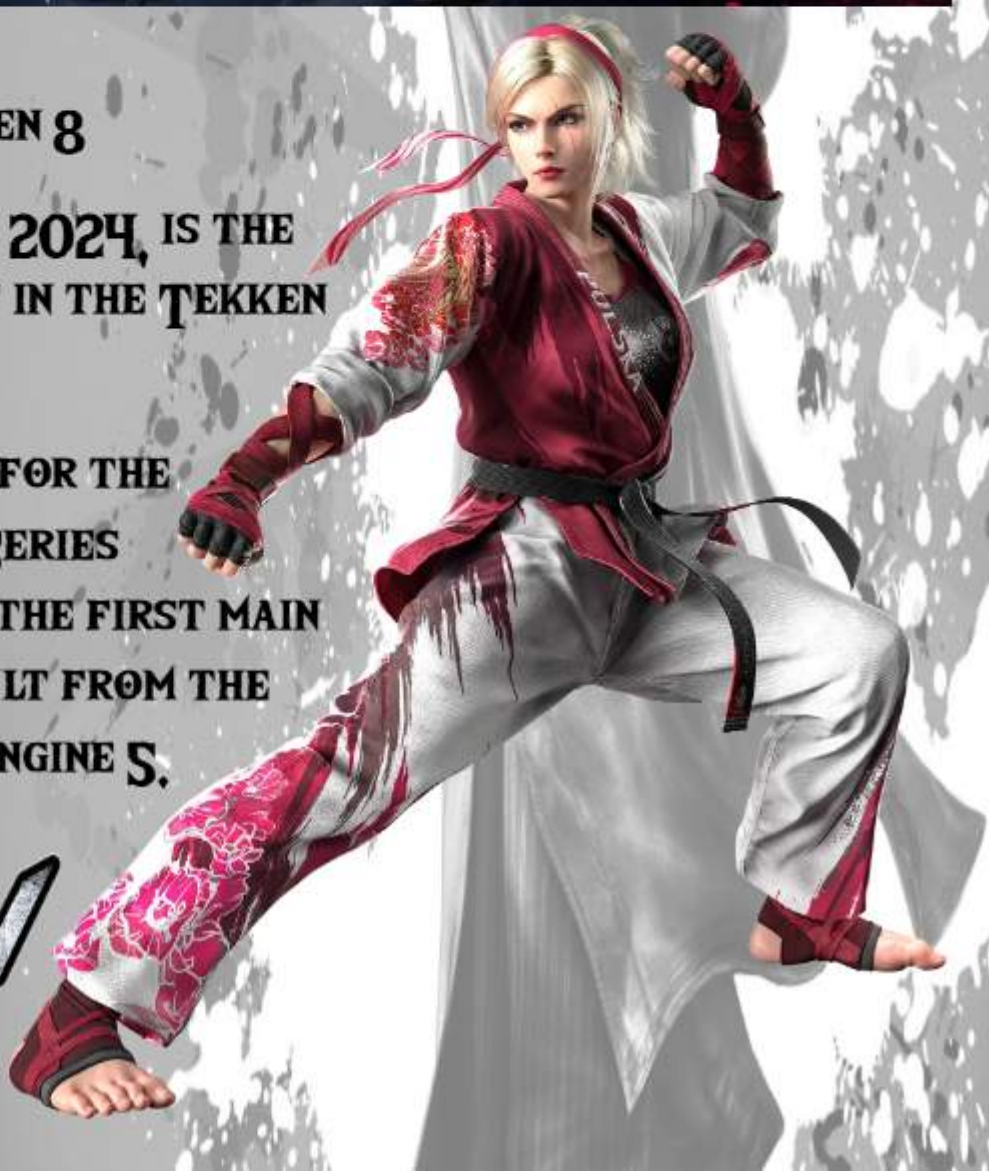


2024 TEKKEN 8

"TEKKEN 8," RELEASED IN 2024, IS THE EIGHTH MAIN INSTALLMENT IN THE TEKKEN SERIES.

IT WAS A MAJOR RELEASE FOR THE PLAYSTATION 5, XBOX SERIES X/S, AND PC, AND IT IS THE FIRST MAIN TEKKEN GAME TO BE BUILT FROM THE GROUND UP ON UNREAL ENGINE 5.

TEKKEN



TEKKEN

GAMER



2024 TEKKEN 8

THE GAME WAS RELEASED ON JANUARY 26, 2024, FOR PLAYSTATION 5, XBOX SERIES X/S, AND PC. NOTABLY, IT DID NOT HAVE AN INITIAL ARCADE RELEASE, A DEPARTURE FROM THE SERIES' LONG-STANDING TRADITION.

THE STORY OF TEKKEN 8 IS A DIRECT CONTINUATION AND CULMINATION OF THE MISHIMA SAGA, PICKING UP SIX MONTHS AFTER THE EVENTS OF TEKKEN 7.

TEKKEN

GAMER



2024 TEKKEN 8

THE GAME FOCUSES ON THE FINAL, CATAclySMIC BATTLE BETWEEN THE FATHER, KAZUYA MISHIMA, AND THE SON, JIN KAZAMA.

WITH HEIHACHI PRESUMED DEAD, KAZUYA HAS PLUNGED THE WORLD INTO WAR WITH THE G CORPORATION, AND JIN, NOW AT PEACE WITH HIS INNER "DEVIL GENE" AND REUNITED WITH HIS MOTHER, JUN KAZAMA, MUST CONFRONT HIS FATHER TO SAVE THE WORLD FROM DESTRUCTION.

THE STORY IS AIMING TO BRING AN END TO THE LONG-STANDING FAMILY FEUD.



TEKKEN

GAMER



2024 TEKKEN 8

KEY GAMEPLAY FEATURES:

THE "HEAT" SYSTEM:

THIS IS THE GAME'S MOST SIGNIFICANT NEW MECHANIC.

THE HEAT SYSTEM IS A POWERFUL, AGGRESSIVE TOOL THAT CAN BE ACTIVATED ONCE PER ROUND.



TEKKEN

GAMER



2024 TEKKEEN 8

WHEN A CHARACTER IS IN THE "HEAT" STATE, THEY GAIN ACCESS TO NEW MOVES, DEAL CHIP DAMAGE EVEN WHEN AN OPPONENT IS BLOCKING, AND CAN EXTEND COMBOS IN UNIQUE WAYS.

THE SYSTEM IS DESIGNED TO REWARD OFFENSIVE PLAY AND KEEP THE ACTION CONSTANTLY MOVING.

THE GAME'S DESIGN PHILOSOPHY IS MORE AGGRESSIVE THAN PREVIOUS TEKKEEN TITLES.

THE "RECOVERABLE HEALTH" SYSTEM ALLOWS PLAYERS TO REGAIN A SMALL AMOUNT OF HEALTH BY ATTACKING, WHICH ENCOURAGES PLAYERS TO GO ON THE OFFENSIVE.



TEKKEN

GAMER



2024 TEKKEEN 8

THE GAME ALSO FEATURES MORE
CINEMATIC AND DYNAMIC STAGES WITH
MORE IMPRESSIVE
ENVIRONMENTAL DESTRUCTION.

GRAPHICAL SHOWCASE:

AS THE FIRST MAJOR FIGHTING
GAME TO UTILIZE UNREAL ENGINE
5, TEKKEEN 8 IS A VISUAL MARVEL.

THE CHARACTER MODELS ARE HIGHLY DETAILED, WITH
DYNAMIC FACIAL EXPRESSIONS AND MUSCLES TENSING
DURING FIGHTS.



TEKKEN

GAMER



TEKKEN™8 & ©Bandai Namco Entertainment Inc.



2024 TEKKEN 8

THE STAGES ARE ALSO BEAUTIFULLY
RENDERED, WITH STUNNING
LIGHTING AND WEATHER
EFFECTS.



TEKKEN

GAMER



2024 TEKKEN 8

EXTENSIVE SINGLE-PLAYER CONTENT:

THE GAME FEATURES A VARIETY OF
SINGLE-PLAYER MODES TO GET NEW
PLAYERS UP TO SPEED, INCLUDING:

"THE DARK AWAKENS":

A CINEMATIC AND OVER-THE-TOP MAIN
STORY MODE.



TEKKEN

GAMER



2024 TEKKEEN 8

"ARCADE QUEST":

A SINGLE-PLAYER MODE THAT SERVES AS A TUTORIAL, TEACHING PLAYERS THE GAME'S MECHANICS IN A FUN, ARCADE-THEMED SETTING.

"CHARACTER EPISODES":** SHORT STORY ARCS FOR EACH CHARACTER.

SUPER GHOST BATTLE":

A UNIQUE TRAINING MODE WHERE PLAYERS CAN FIGHT AGAINST AN AI THAT HAS LEARNED THEIR OWN PLAY-STYLE.



TEKKEN

GAMER



2024 TEKKEEN 8

ROSTER AND GUEST CHARACTERS:

THE BASE ROSTER FEATURES 32 CHARACTERS, INCLUDING RETURNING FAN FAVORITES AND NEW CHARACTERS.

A NOTABLE RETURN IS JUN KAZAMA, WHO HAS BEEN ABSENT FROM THE MAIN SERIES SINCE TEKKEEN 2.



TEKKEN

GAMER



TEKKEN™8 & ©Bandai Namco Entertainment Inc.



2024 TEKKEEN 8

THE GAME HAS ALSO CONTINUED ITS TRADITION OF ADDING GUEST CHARACTERS THROUGH DLC, INCLUDING EDDY GORDO FROM THE ORIGINAL SERIES, AND OTHERS PLANNED FOR THE FUTURE.

TEKKEN 8 WAS A MAJOR CRITICAL AND COMMERCIAL SUCCESS, RECEIVING WIDESPREAD PRAISE FOR ITS STUNNING GRAPHICS, REFINED AND AGGRESSIVE GAMEPLAY, AND A WEALTH OF CONTENT THAT CATERS TO BOTH NEW AND VETERAN PLAYERS.

Namco Arcade Stick 1997

namco

Developer Namco

Manufacturer Namco

Type Video game controller

Release date 1997

Platform PlayStation, PlayStation 2



The Namco Arcade Stick is an arcade controller released by Namco in 1996 for the PlayStation.

The Arcade Stick functions similar towards the layout of a generic arcade stick found on an arcade game machine.

It is compatible with the original PlayStation control pad protocol, therefore it can be used with many games for PlayStation and PlayStation 2.

Namco PlayStation games such as Tekken, Soul Edge and Namco Museum Encore are labelled as compatible with the peripheral.



It is also compatible with the PlayStation 3 upon use of a PS2 to PC USB adapter.

Functionality was expanded on the PlayStation 3 upon the 2.0 firmware update. It is fully compatible with PlayStation 3 fighting games such as Ultimate Marvel vs. Capcom 3, Tekken Tag Tournament 2, and Super Street Fighter IV. The Namco Arcade Stick was great for playing arcade games like Street fighter, Tekken and gave you that true arcade experience on your PlayStation.

GAMER